KOEI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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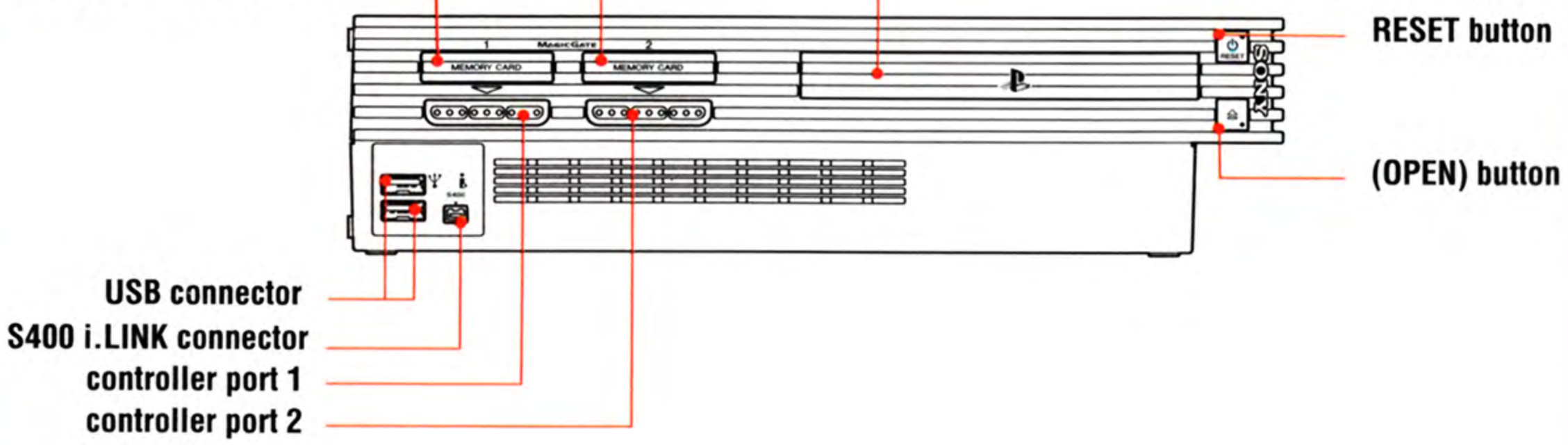
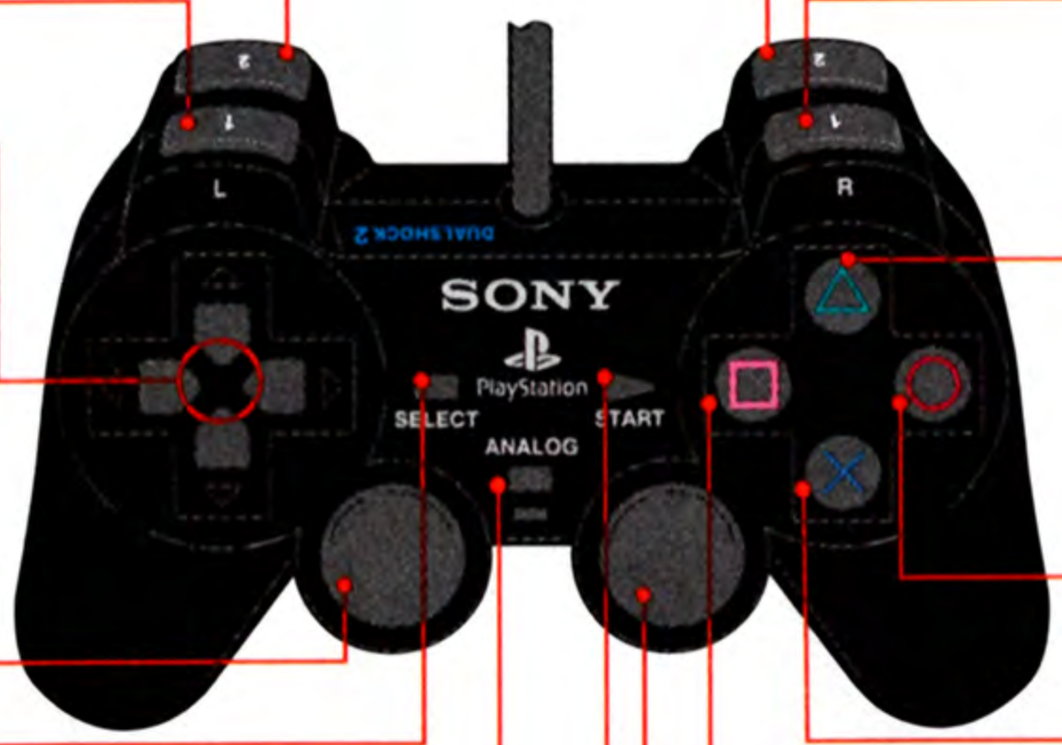
Setting Up



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the KESSEN II disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Controller Setup

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



L2 button

L1 button

directional buttons

Left analog stick
(L3 button when pushed down)

SELECT button

ANALOG mode button

START button

Right analog stick
(R3 button when pushed down)

R2 button

R1 button

△ button

○ button

× button

□ button

*Press the SELECT, L1, R1, L2 and R2 buttons simultaneously to reset the game to the Title Screen.

More Dynamic

Group combat enhanced by "New Cluster Control Engine"

The "Cluster Control Engine," unique to Koei, has been enhanced by using the power of the PlayStation®2 computer entertainment system. Combat scenes are brought to life with approximately 500 soldiers - five times more than in Kessen. Also, combat formations have been added to create a more realistic battle arena.

•Combat features→p. 20 •Order of Combat→p. 24
•Formations→p. 29

Experience the power of combat using magic and special abilities

Kessen II creates a real time atmosphere by showing you the progression of battle as if you were actually on the battlefield. Take advantage of magic and other special abilities that can only be offered in the Romance of the Three Kingdoms story. Enjoy the full array of majestic scenes.

•Special Abilities→p. 30 •Strategic Abilities→p. 30
•Magical abilities→p. 30

A wide range of battle scenes, from siege attacks to naval battles

Siege attacks and naval battle have been added with approximately three times the number of combat stages as Kessen. Lead the battle with a wide range of troops, such as elite cavalry, arbalests, and elephants. Take down the enemy's castle in a siege attack with new weapons and strategies, and navigate your ships to re-enact thrilling group combat on the waters.

•Siege Attacks→p. 27 •Naval Battles→p. 27 •Troops→p. 28

Text/Kazuhito Minowa Design/Satoshi Yamaguchi

An original drama about love and war based on the Romance of the Three Kingdoms story

A completely original story, made possible only by Koei's years of development of the Romance of the Three Kingdoms series. Based on the clash between the heroes Liu Bei and Cao Cao, a drama of love and war unfolds with rich personalities such as Diao Chan, the singing princess; Guan Yu and Zhang Fei, champions without rival; Mei Sanniang, the lovely general; Xun Yu, a female warlord; and Himiko, a mysterious young sorceress.

•Character Profiles→p. 6

A dramatic procession of full-audio 3D animation

Not only the story segments, but also the war councils, political policy decisions, and post-war resolution segments are in full-audio 3D animation, taking game play to a new level of dramatic realism. The fusion of game play and cinematography has now created the ultimate in entertainment media.

•Political policy→p. 18 •War Council→p. 19

More Dramatic

Those Living For Love

Liu Bei's forces

His forces were centered in the land of Xu. Attracted to his character, many have followed Liu Bei. Each is strong enough to take on a thousand men, but their numbers are few.

Liu Bei

Lord over Xu. With neither ambition nor desire for war, Liu Bei would be happy if he could only live peacefully with the one he loves.

Mei Sanniang

Long-time friend of Liu Bei, Guan Yu, and Zhang Fei; Mei Sanniang is always at Liu Bei's side. Excelling in the martial arts, and unrivaled in mounted archery, she is known to be a little bit reckless.

Zhang Fei

Former bandit, and sworn brother to Liu Bei and Guan Yu. Zhang Fei is unrivaled in courage. Short-tempered and scatterbrained, also unrivaled in drinking.

Guan Yu

Champion of unsurpassed greatness, and wielder of the Black Dragon. Upright and softhearted, Guan Yu met and swore brotherhood to Liu Bei.

Diao Chan

Singer, and deeply in love with Liu Bei. Wise, merciful and strong in will, Diao Chan met Liu Bei and was living happily until...

Those With The Power To Turn The World To Love Or War

The Unaligned

They are unaligned with any particular force. Some search a strong lord to serve. The others denounce war and seclude themselves from the world despite their considerable strength. The unaligned powers hold the key to the conquest of the known world.

Zhuge Liang

Excelling in warfare and astronomy, rumor has it that Zhuge Liang's magical powers can strike fear even into the gods. Many rulers have sought him, but none have been granted an audience.

Sima Yi

Wandering the land, master of the mysteries of warfare and magic. Though an enigmatic figure with eccentric behavior, Sima Yi is actually a patriot seeking to contribute his strength towards bringing peace to the war-torn country.

Zhao Yun

A wise and strong general with a strong sense of justice, Zhao Yun served as the head of the Han Imperial Bodyguard until he was ousted by Cao Cao. He has a strong desire to restore the Han Empire and overthrow Cao Cao.

Li Li, Mei Mei, and Luo Luo

Zhang Fei's daughters. With ninja-like abilities they are indispensable members of Liu Bei's forces. Mei Mei—the eldest and most mature. Li Li—the most independent. Luo Luo—somewhat spoiled.

Those Living For War

Cao Cao's Forces

These forces unified by iron, centered on Cao Cao and his ambition to conquer the world. Theirs is the largest army in the land, with many able soldiers.

Xun Yu

Warlord. Xun Yu oversees Cao Cao's military strategy, and has contributed to its expansion. She has a strong sense of justice, and is a bit of a perfectionist

Xiahou Ba

Eldest son of Xiahou Yuan. Like his father, Xiahou Ba is strong in the martial arts. He has a tendency to get over-anxious in battle due to his respect and desire to be like his father.

Zhang Liao

Commander highly trusted by Cao Cao. When Zhang Liao was young, he distinguished himself in battles throughout the land, and was once close to Guan Yu. However, due to a certain incident they fought and parted ways.

Himiko

Sorceress in the service of Cao Cao. In her small body, Himiko holds enough strength to change the course of a battle. She can't be controlled if she loses her temper. She is a young woman with a pure and honest heart.

Cao Cao

Hero of the age. Cao Cao was an officer for the Han Empire, but took things into his own hands out of fear that the world would fall into ruin. Followed by a large number of strong and wise commanders, he has set out to conquer the world. He cares little for righteousness or sentimentality, and trusts only his own strength.

Cao Bu

Cao Cao's uncle. Cao Bu desires to reunite the Cao family, dispersed through war. He serves as Cao Cao's ward, and strives to enlarge his forces. He also holds an important secret.

Dong Xuanfeng/Xi Xuanfeng

Female warriors commanded by Yu Jin. They primarily act as assassins and spies. Dong Xuanfeng boasts 108 successful assassinations, and Xi Xuanfeng, born of half foreign blood, has mastered a variety of weapons.

Hu Zhi

Greatest general of Cao Cao's army. Hu Zhi's strength rivals that of Guan Yu and Zhang Fei. For some reason, Himiko has taken a liking to Hu Zhi, and often goes to her for advice.

Yu Jin

Son of a distinguished noble. Yu Jin, an intellectual, speaks several languages fluently. Attracted to Cao Cao's manliness, Yu Jin offered his services. He leads a special force, famous for its ability to run away quickly.

Those Living In Turmoil

Third Party Forces

Third party rulers and those in the neighboring regions. The turmoil in the middle kingdom has even spread into various surrounding areas.

The Northwest

Garrisons are stationed along the Silk Road. The Han people live here surrounded by the Fu.

Ma Chao

Warrior gifted in the martial arts. Ma Chao is the eldest son of the governor of West Xi. Ever since his family was killed by Cao Cao, he has been waiting for the opportunity to take his revenge. Pang De and Ma Dai are among his vassals.

The South

The region controlled by the tribes south of the Yi Province. These tribes often threaten the southern border of Yi.

Meng Huo
Zhu Rong

Meng Huo is king over the tribes in southern Yi. Zhu Rong, his wife, does her best to offer advice. It is unknown who is the true king of the tribe.

Cai Wengi

Revered queen of the frontier. When Cai Wengi was young, she learned the art of magic from a foreign magician. Her powers match those of Zhuge Liang and Himiko.

The West

The fertile Yi Province is a naturally strategic area extending west of Jing Province.

Liu Zhang

Governor of Yi Province. A warrior of old-fashioned integrity and honor. Liu Zhang rules justly and is greatly respected by his people. His friendship with Cao Bu is long-standing; therefore, he has entered into an alliance with Cao Cao.

Sun Quan

Lord of Wu, the independent state in the Jiang Dong region. Impressed by Sun Quan's leadership abilities, many talented leaders have gathered in Wu. His first priority is to defend his territory.

Gan Ning

General of Wu. Once a pirate of the Chang Jiang River, Gan Ning gave himself over to Sun Quan and Zhou Yu. Agreeing to serve Sun Quan, he has since distinguished himself numerous times in battle.

The Southwest

Rivers large and small criss-cross through this land, and water-trade is well developed. The great independent nation of Wu wields control here.

Sun Li

Younger sister of Sun Quan. Tired of the conservatism of Wu, Sun Li longs to venture out into the world. She can be quite aggressive, and has a tendency to charge head-on once she has made up her mind.

Zhou Yu

Warlord of Wu. Zhou Yu, distinguished in both political and military affairs, gives prudent advice to Sun Quan. She is well-versed in the fine arts.

What is Kessen II?

Story

It was an era in which war begat war. Rival leaders fought for control, and uprisings spread throughout the land.

Yet in the midst of this turmoil, there was one lord who wished for peace. His name was Liu Bei. Loved by his people and governing wisely, his only ambition was to have peace in his land of Xu and to live happily with his love, Diao Chan.

But this age of war stood in his way. Xu was attacked by rebels, forcing Liu Bei to ask the great general Cao Cao, who was rising in power, for help in protecting his people.

Process of the Game

Study the circumstances leading up to the war

Power Status

The military situation is explained at the beginning of the stage. After the political policy is decided, the circumstances leading up to the battle are explained.

Strengthen the army

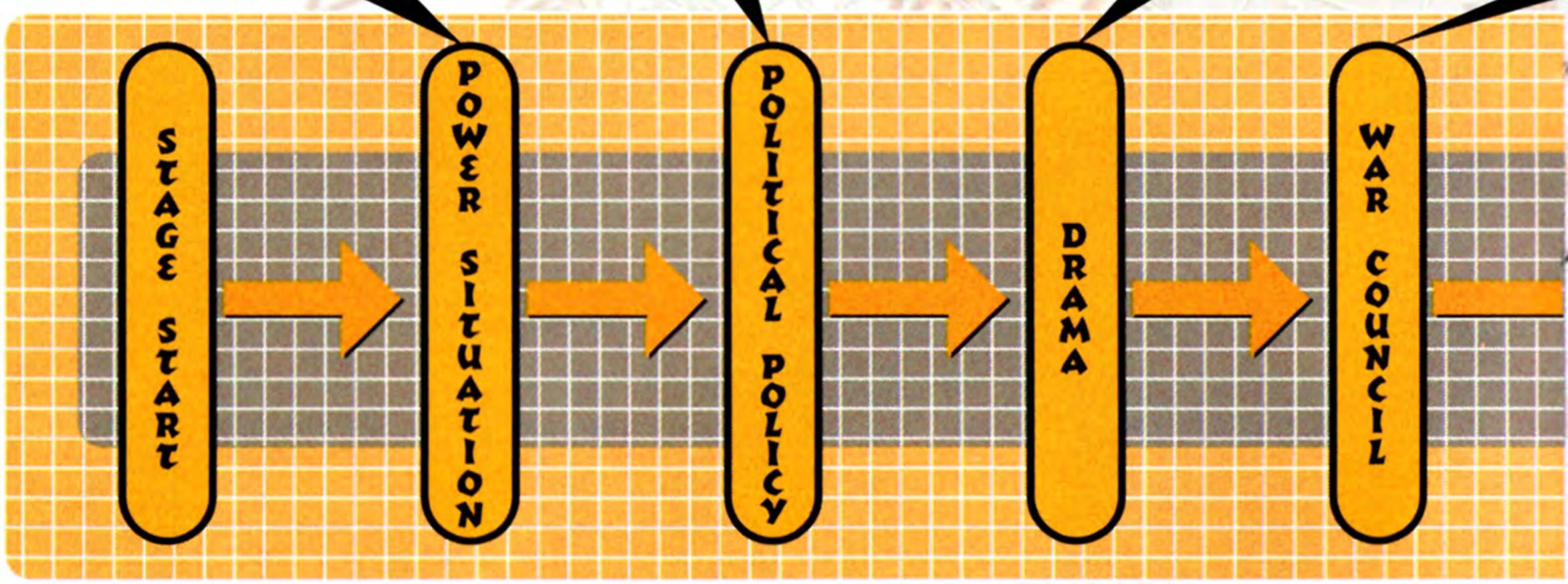
Political Policy

Advice, such as "increase the troops," or "eradicate the tiger" will be given by the generals. Statuses will change according to the policy you choose. (p.18)

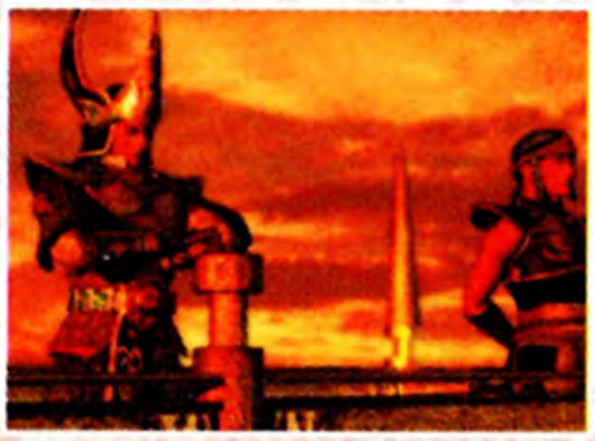
Understand the mindset

Drama

The drama of love and war among Liu Bei, Cao Cao and fellow commanders is shown.



Purpose of the Game



You will act as Liu Bei to fight against Cao Cao.

Kessen II is a historical fantasy based on the Romance of the Three Kingdoms story. You will act as Liu Bei and control the army to fight against Cao Cao.

You will decide the political policy and hold war council in preparation for battle, then give orders to each troop, leading them to victory. The flow of the political policy / war council / combat is called a "stage."

When you win one stage, you continue on to the next stage. The game ends when you have won all of the battles. If you lose, the game ends, and you must play the same stage again.

Elaborate the plan of attack

War Council

Winning conditions and losing conditions are explained for you to decide your attack. Generals will give advice on the disposition of each unit and how to fight best. (p.19)

Seek victory

Battle

Each unit is disposed as planned at the war council, and the battle begins. You will give orders to each unit to obtain victory. (p.20)

Confirm the situation

Postwar

When you win, you will go to the next stage. If you lose, you will decide whether or not you will fight the battle again

BATTLE → POSTWAR → STAGE → STAGE

*There will be no political policy or war council at the first stage, "The Battle of Xu."

Starting Kessen II

Starting the Game

Opening

❶ Place the Kessen II disc in the disc tray.

❷ Place a Memory Card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

*A Memory Card is needed to save data.

The opening starts.

❸ Press the START button to show the title screen.

❹ Press the START button to show the menu.

❺ *You will need at least 131 KB to save data for one game. Refer to your PlayStation 2 user's manual for details on using memory cards.

Menu

Menu Screen

When you are playing for the first time, you may only select "New Game" or "Settings."

Continue ——— Load a previously saved game.

New Game ——— Start a new game.

Options —— Set your desired environment for the game.

New Game

Start with Liu Bei first.

Press the ✕ button to start the game.
You will play the "Liu Bei chapter" when you play for the first time. Subtitles during Political Policy, War Council, and Drama may be turned on and off from the [Settings] menu on the [Options] screen (p.15).

*After finishing the Liu Bei chapter, you will be able to face yet another challenge as a different hero.

CONTINUE

Save and Load Screen

You can continue the game by loading a previously saved game.

[Loading in the midst of combat]

Press the SELECT button from the battle map to show the function menu (p.26). Choose "load." The combat you were previously playing will be overridden and the game will start again from the previously saved game.

[How to save]

You can save the game during combat or at the end of the stage. Choose the number you want to save the game at. If it already has a saved game at that location, the old game will be deleted and the new game will be saved at that location.

*You can only save the game in the battle map during battle. Press the SELECT button from the battle map to show the function menu and choose "save."

OPTIONS-SETTINGS

Settings Menu

You can change the settings to your preference. Press the SELECT button to show the function menu and choose [Options] to go to the [Settings] menu.

Subtitles	Choose "ON" to show subtitles. However, there are some places where subtitles will not appear, such as in tutorials.
Show Radar	Choose "OFF" to remove the scaled-down battle map from the battle screen.
Cursor Speed	Adjusts the speed of the cursor.
Vibration	Choose "OFF" to stop the vibration of the game controller.
BGM	Choose "OFF" to stop background music.
BGM Mode	Switch from Stereo to Mono.
Screen	Adjusts the clearness and contrast of the screen.
Return to Default	Returns to default settings.

Game Controller

The main functions of the game controller while the game progresses are as follows.

Menu Controls/Political Policy/War Council

Directional buttons
Highlight items
Select commanders
(Political policy / War council)

□ button
Army information
(Political policy)
Battle map
(War council)

△ button
Cancel

○ button
Re-explanation of
Political Policy and
War council

× button
Select

Army View

L2 button
Turn ◆ mark on/off (p.20)

L1/R1 button
Select units

Directional buttons
Select commanders
(during combat)
Operate units
(when marching)

Left analog stick
Control units
(when marching)

L3 button
Turn radar on/off

START button
Pause

Right analog stick
Rotate camera angle

R3 button
Re-center camera

R2 button
Display Control
Guide

□ button
Battle map

△ button
De-select unit

○ button
Combat order menu

× button
Select
Select unit
Go to officer view
(during combat)

Officer View

L2 button
Turn ◆ mark on/off (p.20)

Directional buttons
Move commanders
Navigate
Gather troops
(down Directional button)
Select special abilities/target area

Left analog stick
Move commanders
Navigate/gather troops

L3 button
Turn radar on/off

START button
Pause

Right analog stick
Rotate the camera angle

R2 button
Display Control Guide

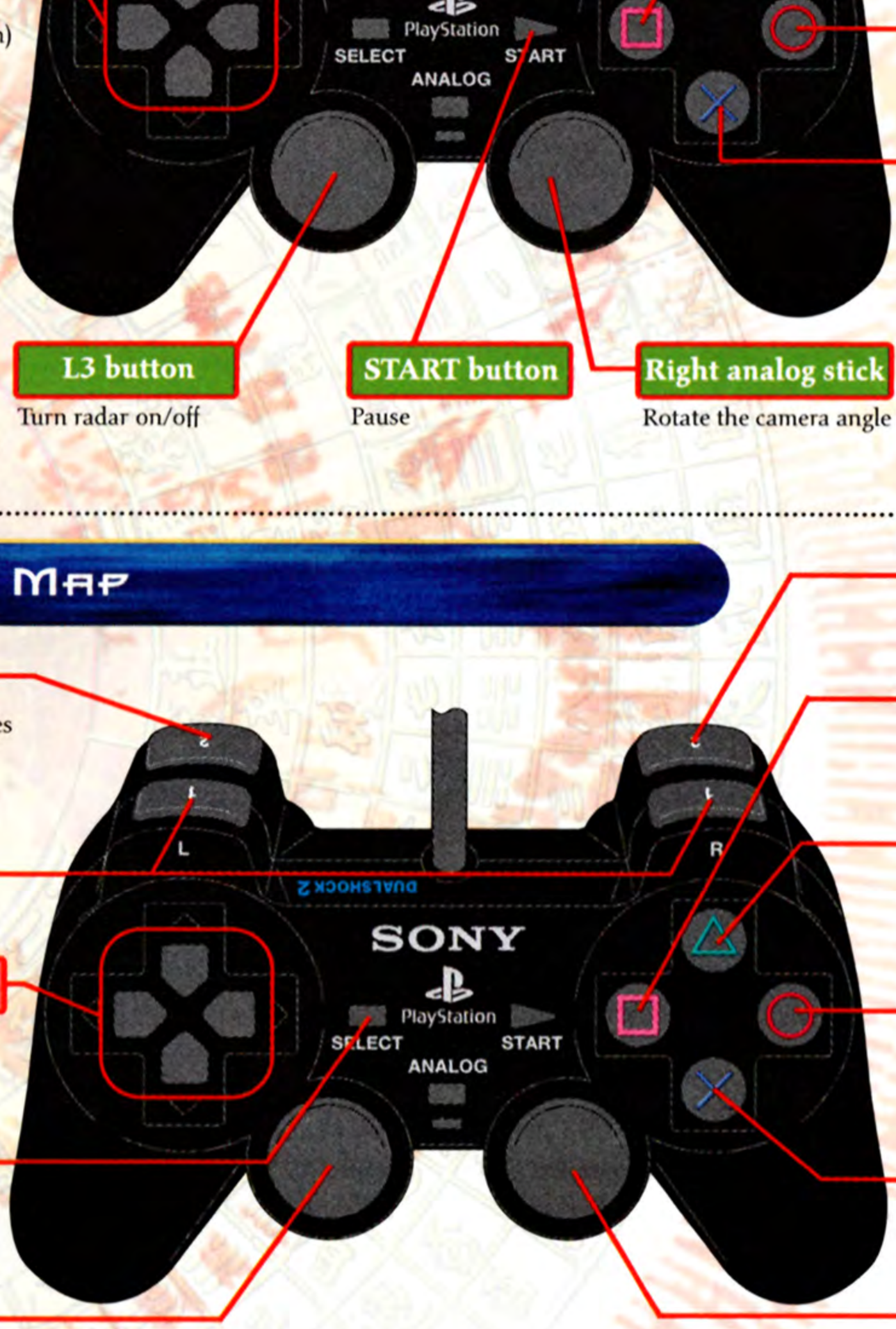
□ button
Battle map

△ button
Display army view

○ button
Select special abilities

× button
Select
Rush at enemies after gathering troops
Select special abilities
Shake off enemy soldiers

Battle Map



L2 button
Turn on/off units' names

L1/R1 button
Select units

Directional buttons
Select units
Select items

SELECT button
Function menu

Left analog stick
Rotate camera angle

R2 button
Displays Control Guide

□ button
Unit information

△ button
Army view
(of previous commander)

○ button
Combat order menu

× button
Select
Army view
(of commander chosen)

Right analog stick
Rotate camera angle

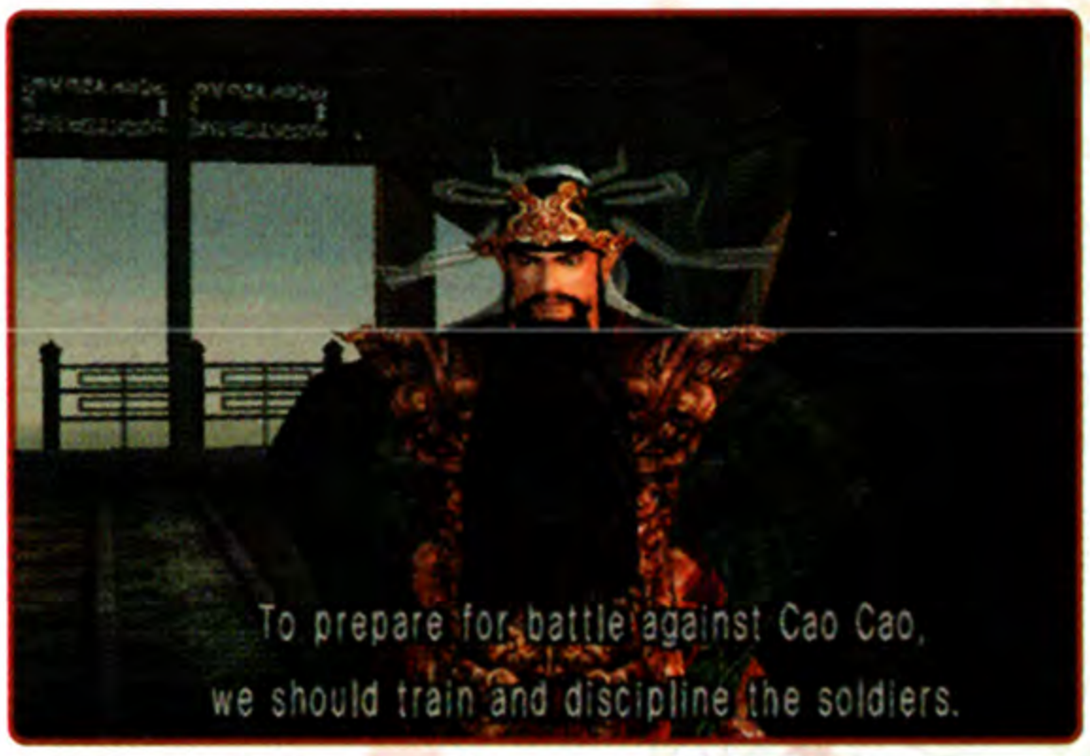
Control Guide

Press the R2 button from army view, officer view, or the battle map to see the control guide for explanations on the operation of each button.

When you want to know how to operate your controller

Political Policy

Choose Political Policy



Listen carefully to each commander's advice.

Choose your political policy from the advice given by the commanders.

Select the commander with the directional buttons and press the ✕ button to select.

If you press the ○ button, the commander will explain the policy again. If you press the □ button, the army information will appear.

The effect of the political policy will continue in the stages that follow.

Army Information

The number of soldiers, supplies, and abilities of your troops and enemy troops are shown (p.34). The political policy you chose and its result may affect these values.

Major Political Policies

Political Policy	Result
Recruit troops	Increase in troop strength
Train troops	Increase in abilities
Kill man-eating tiger	Increase in fame
Assist land development	Increase in supplies
Research weapon	Increase in special abilities

Column

There is no right or wrong political policy

Choosing a political policy is not a contest, and there is no right or wrong answer. Check your army information and pick the policy you think best. Choose a policy to increase your number of soldiers if you think your soldiers are low in number, or help the farmers if you think your supplies are low.

Who's policy is the best?

War Council

Choose Tactics

Choose the best tactics while considering each commander's ability.

Listen to the advice of each commander and choose the desired tactic.

Select the commander and press the ✕ button.

If you press the ○ button, the commander will give the tactic again. If you press the □ button, the battle map will appear.

Battle Map

You can see the layout of the land by changing the camera angle.

You can see the layout of the land by changing the camera angle.

The terrain of the battle and the location of your units will appear.

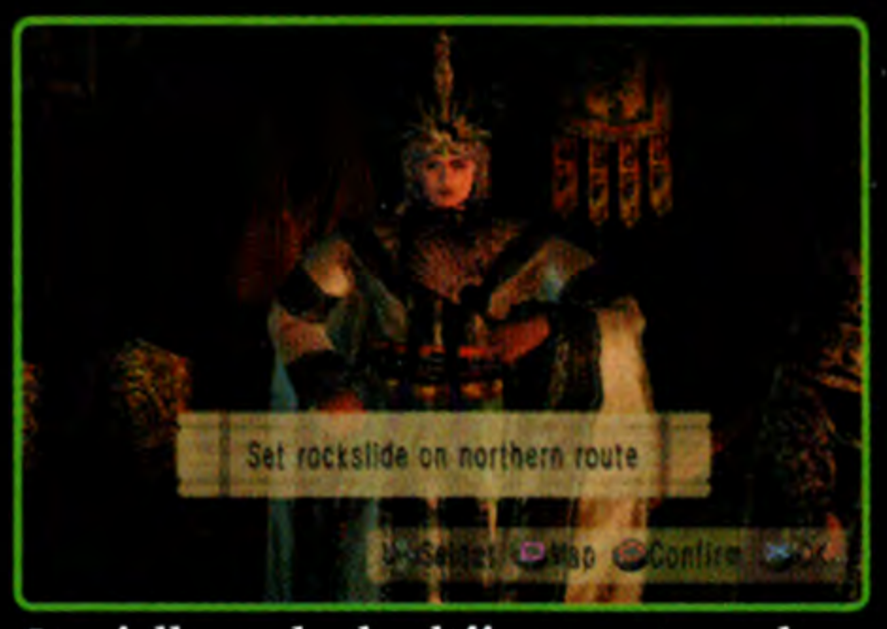
Move the left analog stick to change the area displayed on the map.

Move the right analog stick to the right and left to rotate the map, and up and down to rotate the camera angle.

Column

There is no right or wrong tactic

The advice given by the commanders is not limited to the positioning of each unit and the marching route. In the stage where a new weapon appears, they will also give you advice on how you should use that weapon. More advice will be given as you advance.
The battle may change completely depending on the tactics you choose. If you lose the battle, you may want to change your tactics when you play again.



Carefully study the differences in each suggestion.

Combat Features

Winning Conditions

In most stages, the player wins when he "forces the enemy general to retreat." "Retreat" means a unit is annihilated, and the commanders are forced to retreat when the number of the soldiers becomes 0, or when the morale of the men becomes 0. On the other hand, the player loses when the unit of your own general is forced to retreat. There are also special winning and losing conditions in some stages.

Real Time Progress

Each combat proceeds in real time. However, time will stop temporarily in the following cases:

✓When the battle map is displayed.
✓When the give order menu is displayed.
✓When you choose special abilities.
✓When an event occurs.
✓When the game is paused by pressing the START button.

One Unit Consists Of Five Squadrons

Combat is fought unit by unit. One unit consists of 5 squadrons that can make a formation.

The commander leading the unit is attached to the first squadron. Sometimes other commanders may lead other squadrons within the unit.

The posting is set automatically by the tactic you choose, and cannot be changed afterwards.

High Morale Decides The Game

The morale increases if the battle situation is favorable, and likewise, decreases if it is unfavorable. The units retreat when morale becomes 0.

Backup Effect Decides the Strength of Soldiers

Soldiers are stronger when they fight close together than when they fight separately. This is called the "backup effect." The ◆ mark appearing above the soldiers becomes brighter as this effect increases. The ◆ mark can be turned on/off with the L2 button.

It is better to choose tight formations for units that fight hand-to-hand to take advantage of the backup effect.

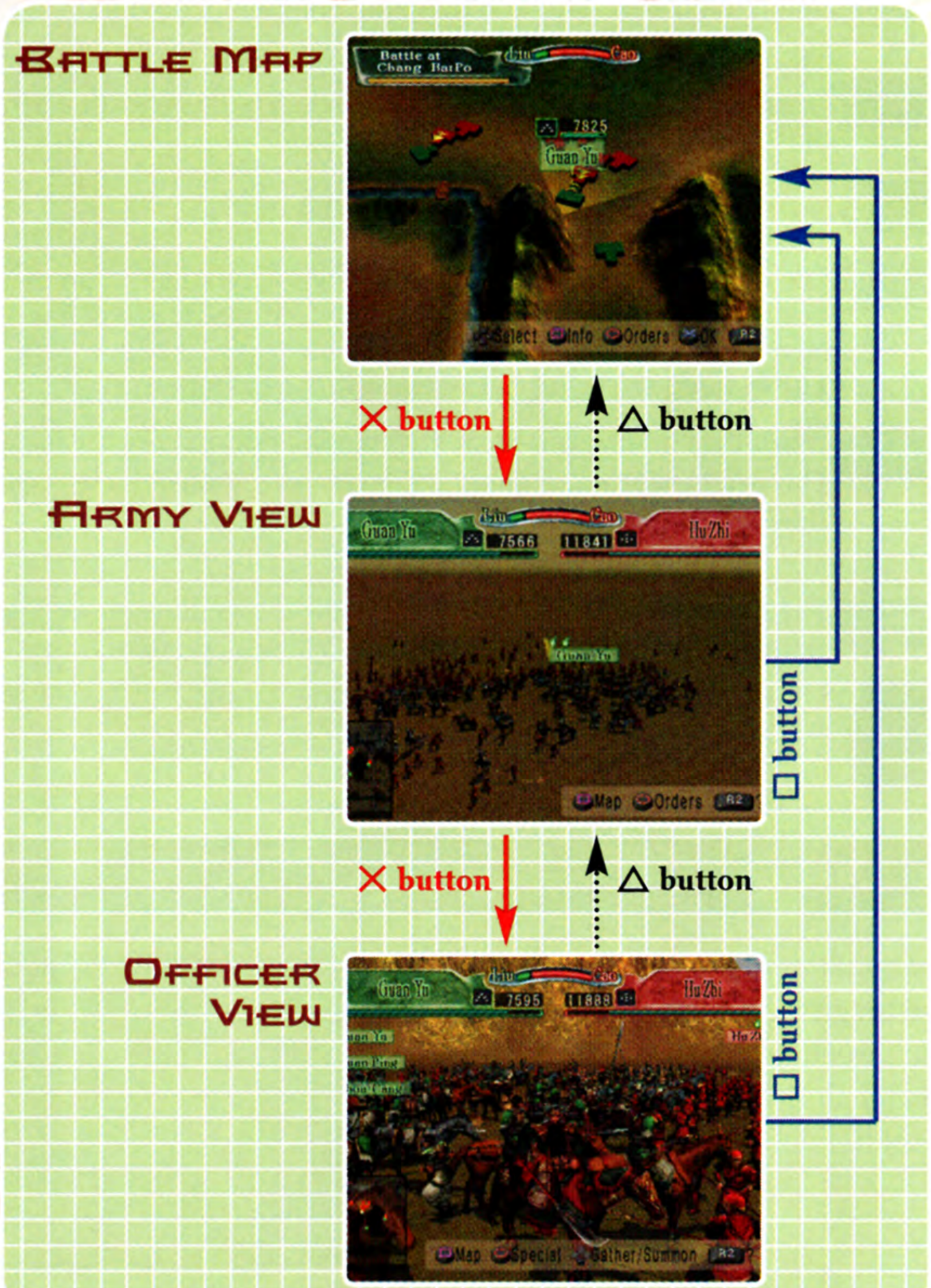
Combat Screen

Toggling Among Three Screens

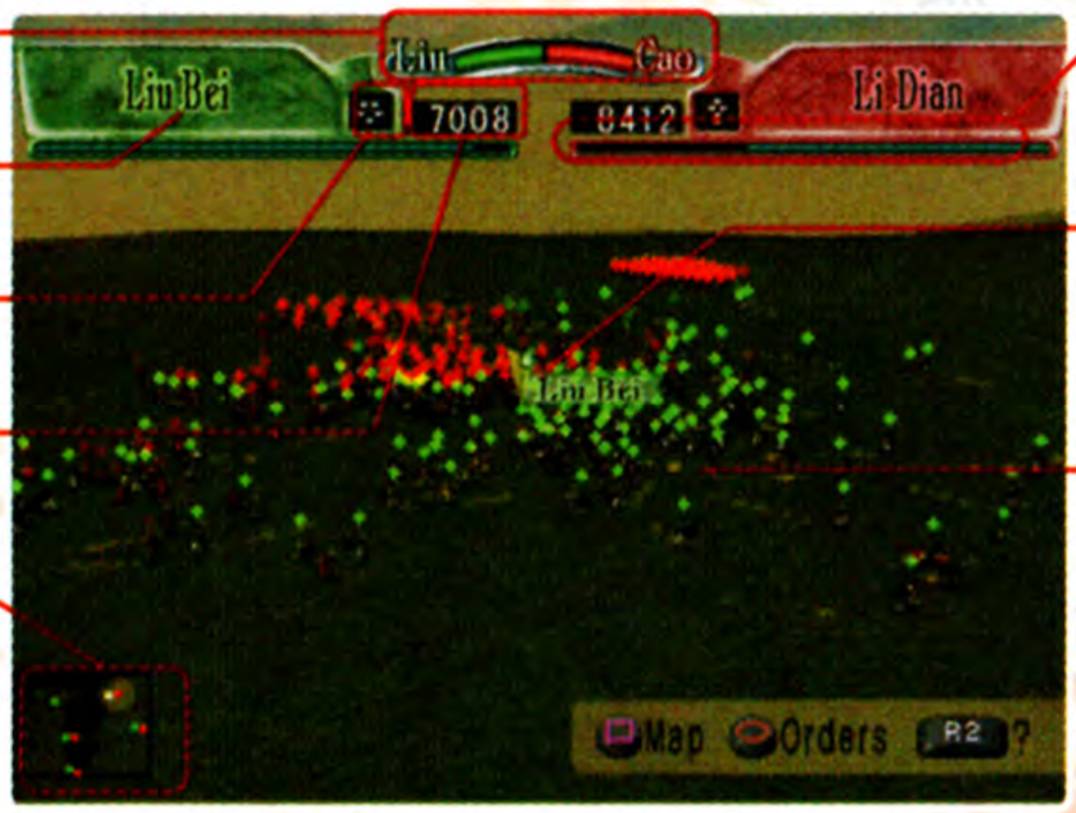
There are three screens for combat: battle map / army view / officer view. You can toggle among these screens during the battle.

Battle Map	For an overhead view of the battlefield. You can see each unit's status (combat is paused).
Army View	The basic screen.
Officer View	To zoom-in on a commander. It can be toggled only when a unit is in combat.

Each screen can be toggled as shown below.



Army View



Battle Status

Unit Name

Formation

Number of Soldiers

Radar

Morale

Commander's Name

Backup effect mark

*Data on the enemy units you haven't found yet cannot be seen.

Battlefield Situation

Liu Bei's forces are green, and Cao Cao's are red. Other forces will also be shown by their own colors as they appear.

Morale

The higher the morale, the farther to the right the status bar will stretch for your unit. The enemy's will stretch the opposite way to the left.

Formation

Shows the present formation of your unit (p.29).

Backup Effect

The brightness of the ◆ mark above the soldiers' heads can increase by the "backup effect." The marks of soldiers whose power has increased by this effect are shown more brightly (p.20).
The ◆ mark can be turned on/off with the L2 button.

Selection of the Commander

When the battle is started, a ▼ mark will appear above the commander. This can be toggled by presssing the ✕ button when there is another chief in another squadron.

Number of Special Abilities

The ● mark above a commander's name shows the number of special abilities that commander can execute. When a special ability is executed, one mark disappears, but appears again when it can be executed again.

Officer View

Zooms in on the commander giving orders to each squadron. It can be toggled when the unit is in combat. You can change the direction the commander moves (p.25), execute special abilities (p.25, 30), and "gather/rush" the soldiers into the enemy (p.32).

You can rotate the camera angle with the right analog stick.

Battle Map

Make haste to finish the battle when time is running out.

Shows the whole battlefield. A ▟ mark signifies each unit. Enemies will appear as they are found. You can see the status of each unit, or toggle between units if you want to see other units in the army view. Time will be suspended while in the battle map.

Unit names can be turned on/off with the L2 button.

Time Remaining

The status bar under the name of the battle shows how much time is left for combat. If you cannot win the battle before the status bar reaches 0, you lose.

If the battle should take more than one day, the number of days left will be shown. In this case also, the status bar shows the time left for the whole battle.

Statistics Screen

Press the □ button to see the status of a unit you are controlling. You can also see the status of the enemy's units after you have found them.

Check the morale and number of soldiers in each squadron.

Unit Information

The formation of the unit and the numbers in each squadron are shown.

You can select the commander with the directional buttons. Move to the area you want to see with the right analog stick.

Return to the battle map with the △ button. You can see the formation your unit can make with the ○ button.

You can see the executable special abilities when time is running out.

Officer Information

Press the □ button in unit information to see the status of a commander you are controlling.

You can see the special abilities your commander has with the ○ button. The △ button returns to unit information.

Order of Combat

1 Start

Army View

Each unit goes into action according to the tactics chosen at the war council.

The general appears first on the screen.

Your unit takes action according to your chosen tactics.

2 Aim At The Target

Battle Map/Army View

Selecting Units

Select units on the screen as the situation demands, such as when enemies are discovered.

Select a unit by pressing the L1 or R1 button, and press the ✕ button.

See the Whole Battlefield

Press the □ button to select the whole battle map to see where each unit is placed.

Select the unit which appears in unit view by pressing the ✕ button.

Move the Units

Move the units standby position by using the directional buttons or the left analog stick. However, you cannot control the units already in action.

Rotate the Camera Angle

Rotate the camera angle by moving the right analog stick. Your unit can be seen from every direction.

The picture zooms in if you continue to march without doing anything.

You can check both the status of your units and the enemy's units from the battle map.

You can see a long way by rotating the camera angle.

3 Enter Combat!

Army View

Enemy soldiers will appear when combat begins.

You can see where each commander is with the directional buttons.

Face the Enemy

When your unit moves within attack range of an enemy unit, you will begin combat. When the enemy has more than one unit, your unit will split up and fight in squads.

Action During Combat

When combat begins, the soldiers will fight the enemy on their own. The number of soldiers will decrease as the combat goes on.

Select Commanders

There will be a ▼ mark over the chief commander during combat. You can move the ▼ mark to other commanders by pressing the directional buttons if there is another commander in the same unit. Press the ✕ button to move the ▼ mark and designate the commander appearing in commander view.

4 Show Your Skills!

Officer View

Feel the power while in the commander view.

Timing is the key to executing special abilities.

Controlling Commanders

You can control the commander's movements with the directional buttons or the left analog stick in the officer view. Keep pressing the directional buttons to accelerate, and let it go to stop.

If you don't do anything, the commander decides on his own to start fighting. Press the ✕ button to make the commander shake off the nearby soldiers with his/her weapon. Press the ✕ button repeatedly to help a confused unit quickly recover.

Executing Special Abilities

Press the ○ button to select a special ability your commander has mastered (p.30).

To choose a special ability, press the ✕ button. Select the area of effect with the directional buttons or left/right analog stick, and then press the ✕ button.

5 Changing Combat Orders

Army View/ Battle Map

Press the ○ button to change combat orders when the unit is marching in army view, or in the battle map.

Army View

[Change objectives] Change movement / attack objective. Designate the objective with the directional buttons, and press the ✕ button.

[Change formations] Change the formation of the unit. Select a formation with the directional buttons, and press the ✕ button.

[Abort battle plan] Cancel orders and make the unit remain in a standby position. In order to move the unit, designate another target point with [Change objectives], or move the unit directly with the directional buttons or the left analog stick.

You can choose only a formation your commander has mastered.

Battle Map

[Report battle status!] Winning / losing conditions and morale / number of soldiers of both your units and enemy units are shown.

[Order units] Select a unit and change the movement / attack objective. It is the same as [Change objectives], but you can change the target for multiple units consecutively.

[Change orders for all units!] Choose whether all units should charge all known enemy units, or if they should wait.

After you defeat an enemy unit, quickly decide the next objective.

6 Moment Of Victory

Army View

The combat ends when the enemy general is force to retreat, or when other special conditions are met. You will proceed to the next stage if you win. Some statistics may increase, or a new commander may join your forces.

Victory report

Column

→ Function Menu

Press the SELECT button from the battle map to show the function menu. [Options] is the same as the start menu (p.14). You can save and load the game with [Save] and [Load] (p.15). Terms used in the game are explained in the term dictionary.

Press the SELECT button from the battle map.

Siege & Naval Battles

In some stages, you will attack or defend a castle in a siege battle, or fight using ships in a naval battle.

Seige Battles

The offensive side destroys a gate from the outside, and the defensive side supports it from the inside.

Tall ladders are used to climb a castle wall. Be careful—once you have begun climbing a wall, there is no going back.

Offensive Strategy

The goal of a siege attack is to infiltrate and attack the enemy's castle. There are two methods of infiltration: destroying the castle gate and climbing the castle wall. When destroying a gate, a "durability bar" appears, and when climbing the wall, a "time remaining bar" appears. When the bar reaches zero, the gate is opened or the top of the castle is reached.

[Destroying the castle gate] Designate a unit's objective as a castle gate. Only one unit can work at destroying one gate. If other units are adjacent to a unit attacking a gate, the attack force on the gate is increased.

[Climbing the castle wall] Designate a unit's objective as a castle wall. The defense of a wall cannot be designated as an objective.

In order to climb down from atop a wall, set the objective to a location within the castle. A unit's objective is automatically set to combat when atop a wall.

Defensive Strategy

Aim to prevent the offense from infiltrating the castle. Place units at the gate or atop a wall, and attack them as they try to invade the castle.

[Placing units atop the wall] Use the ○ button to give combat orders. Select [Change Objectives] to set the objective to a point on the castle wall. The left analog stick and directional buttons may not be used to directly move a unit to the top of the wall. Units may not actually be placed atop the wall.

Naval Battles

Each squadron rides on one boat, and all squadrons move together as a unit. When an enemy unit approaches, the opposing boats position themselves side-by-side and combat takes place on the boats. Combat may only take place between one allied unit and one enemy unit. However, if more allied units surround the enemy unit, the enemy will be thrown into confusion (p. 31).

Ships may not be moved manually during naval battles. Duels and certain special abilities are also ineffective during naval battles.

Troops

What Are Troops?

There are various soldier types under a commander, such as foot, cavalry, bow, etc. These are called troops, and have different ways of fighting.

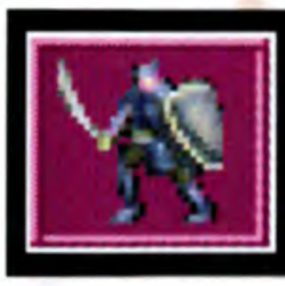
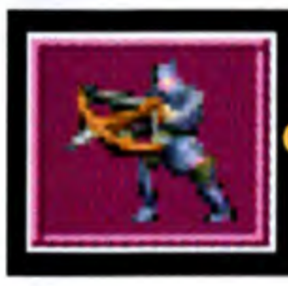
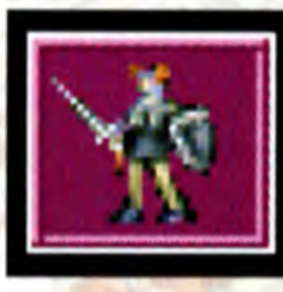
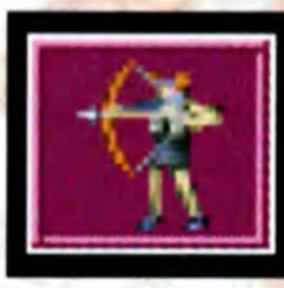
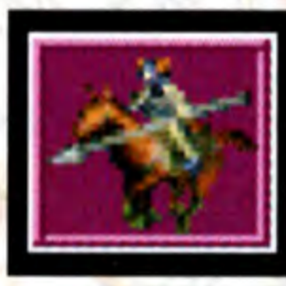
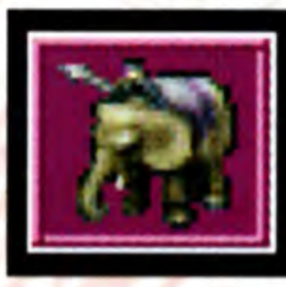
The troops are always attached to the same commander, and cannot be changed.

Cavalry move quickly and are strong.

Promotion Of Troops

Troops are promoted and morale increases when the "experience" of a commander increases or the "technology" of your forces increases (p. 18).
The name of the troops will change with the promotion, and fighting capacity will increase, but the basic equipment such as a bow or horse remains unchanged. This is called the "troop class."

Troop Classes

	**Foot**	Fights with swords. Low in offensive ability, high in defense.
	Spear	Fights with spears. Higher offensive ability than Foot soldiers of the same rank.
	Bow	Able to attack with bows from a distance against the enemy.
	**Crossbow**	Able to shoot with crossbows at a long range. Higher offensive ability than the Bow. Sometimes unable to shoot when there are allies ahead.
	Cavalry	Rides on war horses. Higher offensive ability and more mobility than Foot soldiers. The back-up effect area is larger than Foot soldiers, but doesn't last as long.
	Horsebow	Cavalry with bows. Able to attack at a long range.
	**Light Sword**	Female Foot soldier. Light Sword class has high offensive ability but low defense. The commander recovers special abilities faster.
	**Archers**	Female Bow. Archer class has high offensive ability but low defense. The commander recovers special abilities faster.
	**Horse**	Female Cavalry. Horse class has high offensive ability but low defense. The commander recovers special abilities faster.
	**Elephant**	Rides on war elephants. High ability in both offense and defense. Strategic abilities are ineffective against Elephants.

Soldiers with a bow or crossbow stop long-range attacks and join in hand-to-hand combat when you select the commander and press the ✕ button.

Formations

What Are Formations?

The pattern which squadrons make during combat is called a formation. Some formations are more suitable for offense and some for defense. The visual range also changes according to the formation chosen.

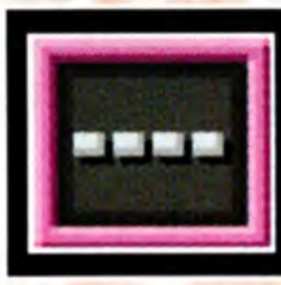
Each unit is automatically set to the formation fit for them when entering battle, but you can change the formation from the combat order menu by pressing the ○ button from unit view. However, the choice is limited depending on which formations the commander of the unit has already mastered. Commanders may master new formations as a result of a political policy, or during combat.

Formations

Ring — Typical defense formation that can cope with an attack from any direction.

Dart — Offensive formation for a unit to charge as a mass. Good for putting the enemy's formation into disorder. Not able to attack from a long range.

Moon — Defense formation. Lure the enemy squadron into the center space and close in. Good to fight against an enemy with a small number of soldiers.



Flat — A quite common formation. Weak against a charge from the enemy, and not good for long-term battle. Not able to attack at a long range.

Swan — Able to fight circling the enemy's formation as Carp. Good to attack with a large number of ally soldiers. Good for long range attacks.

Awl — Offensive formation that takes advantage of the fighting ability of the first squadron. Strong against a formation stretched sideways. Not able to attack from a long range.

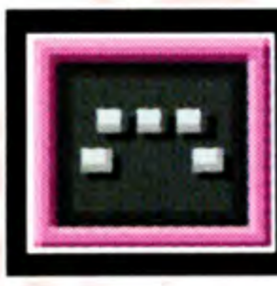
Carp — Allows a high backup effect because the soldiers are close to each other. Suitable for defense.

Box — Defensive variation of Ring which brings the squadrons closer together in order to increase the backup effect.

Goose — Able to keep the first squadron in a safe zone and attack at the same time. Good for long range attacks by a Bow unit.

Bowl — Variation of Swan which allows the first squadron to join in more of the combat. Also good for long range attacks.

Asp — Good to make a frontal breakthrough, but extremely weak against an attack from the rear.



Dome — Variation of Awl which is safer for the first squadron. Also good for long range attacks.

Bull — Variation of Asp. Offensive formation that places two squadrons side by side to increase the backup effect.

Special Abilities

In addition to standard fighting with weapons, there are special methods for attacking called "special abilities." These are used against enemy units.

Conditions For Using "Special Abilities"

Special abilities differ from commander to commander, and are acquired by adding experience. In order to execute a special ability, set up the area of effect with the directional buttons or the left/right analog sticks. You cannot execute them in special terrain or when there are obstacles in the area. Also, some special abilities are not executable during naval battles.

Special abilities that attack enemies do not effect ally soldiers, and your soldiers do not decrease in number.

Special abilities cannot be used again for a while after execution. When the power of the commander recovers, there will be a sound and the special ability mark will come on indicating that the special ability may be executed again.

Strategic Abilities And Magical Abilities

There are two kinds of special abilities: strategic and magical. Strategic abilities are the direct actions commanders and soldiers take. Magical abilities are natural disasters commanders create by casting spells.

Commanders have the following classes, and this determines whether a commander may use strategic or magical abilities.

General	Uses Strategic abilities
Warlord	Uses Magical abilities
Warlord General	Uses both Strategic and Magical abilities

Major Strategic Abilities

Duel

One-on-one combat against an enemy commander. Morale greatly increases if you win, and falls sharply if you lose.

You can choose whether or not to accept a challenge from the enemy. Morale drops a little if you don't accept.

Volley — Shoot arrows all at one time. Bow or Crossbow units can use this special ability. More powerful than normal shooting.

Iron Wall — Soldiers build a wall with their shields to defend against Magical abilities. Press the ✕ button when the enemy uses a magical ability.

Battle Cry — Temporarily weaken the enemy soldiers. Also decrease the morale of the enemy.

Rally — Temporarily strengthen the ally soldiers. Also increase the morale of the allies.

Major Magical Abilities

Magical abilities become more powerful as the commander's magical power increases. Magical powers increase by adding experience.

Fireball

Throw fireballs at enemy units and cause explosions.

The number of fireballs increases with the rise of the magical power of the commander.

Lightning

Make lightning bolts fall on enemy units and cause disaster.

The number of lightning bolts increases with the rise of the magical power of the commander.

Column

Confusion

? marks appear above the confused soldiers' heads.

Units that suffer a sudden attack from an enemy outside of their view, or suffer an attack by a special ability, except for "Iron Wall," will fall into disorder. Defensive ability decreases while a unit is confused. The unit will recover after a while, but can recover faster if you press the ✕ button repeatedly in the officer view. The time of confusion differs depending on the special ability used, and will be longer with more powerful attacks such as magic.

Combat Hints

Gather Dispersed Soldiers And Run Into The Enemy

Gather soldiers by using the down directional button

Make them rush by pressing the ✕ button

Backup effect decreases as combat goes on and the soldiers get dispersed. In that case, you should regroup your soldiers. Move your commander to a place apart from enemy troops, and push the down directional button or down on the left analog stick. Soldiers will reassemble in front of the commander, and will recover their morale. Then press the ✕ button to make the soldiers rush towards the enemy and fight again. If you gather the soldiers and move the commander without pressing the ✕ button, the soldiers will follow after the commander.

Bows and Crossbows will draw their swords and attack the enemy if you press the ✕ button.

Keep The Supply Compound From Invasion

Don't forget to have a unit protect your supplies.

Supplies are extremely important in field battles. Your soldiers' morale will be halved if the enemy destroys your supply compound. If the battle lasts for more than a day and your compound is destroyed, you will lose the battle when night comes, even if there are still more days left in the battle. Watch carefully the movement of each enemy unit, and make the defense of your supplies a priority.

On the other hand, even if a battle is not going in your favor, you still have a chance to win by destroying the enemy's supply compound. You might turn the tide of the battle if you succeed. In order to attack the supply compound, just look for the compound and set it as a unit's movement objective.

The supply compound affects the execution of special abilities, too. A commander has to wait for his energy to gradually recover after using a special ability before he can use it again. However, if your side has a supply compound, his energy will recover faster. Also, if the commander is near the compound, the recovery time for a special ability is much faster.

Why Can't I Move?

You cannot move forward when an "X" appears. Change the movement objective.

Sometimes, a unit does not move even when a movement objective is set. Usually this is due to another unit blocking your way. Also, only one unit at a time may progress through narrow spaces like bridges or castle gates. So you cannot move the next unit until the unit ahead has finished passing through. In that case, you must change the unit's movement objective or just wait a while.

At the edge of the battlefield or when you come to places such as a sheer cliff or a thick forest, an "X" will appear, indicating that you cannot progress in that direction. In this case, you need to change your movement direction.

Attack With More Than One Unit

The basic principle of warfare is to attack one enemy unit with more than one ally unit. The enemy unit will then divide into two and fight on two fronts at the same time. You will have the advantage, since you will have fewer enemy troops fighting each of your units.

If one of your units attacks from the front, make the other attack from the side or the rear. The enemy unit sometimes becomes confused by the sudden attack.

When your soldiers are outnumbered and the situation is unfavorable, make an ally unit join the front to turn the tide of the battle.

Deliberately Confuse The Enemy

The best opportunity to defeat an enemy is when they are confused. In order to take advantage of their confusion, you should use the gather and rush technique on the previous page. Confuse the enemy with a special ability, and then gather your soldiers and rush into them. You might be able to completely annihilate the enemy.

Confused enemies are extremely weak

When You Get Attacked By Magic

Check the damage to your unit immediately when the enemy uses magic against you.

Magical abilities are the most powerful special abilities, but what should you do if the enemy uses magic against you? If your commander cannot use "Iron Wall," then a loss in numbers is inevitable. The key is how fast you can recover. If the unit is confused, press the ✕ button quickly and repeatedly to make them recover. If the soldiers are almost all destroyed or if morale is near 0, you may want to change your objective with the ○ button and leave the battlefront.

Explanation of Statistics

Army Information

Appears when the □ button is pressed when deciding a political policy.

These values change in each stage.

Troop Strength	Affects the number of soldiers in combat. A one-point increase in soldier strength equals approximately 100 new soldiers per unit. The fewer casualties in the previous combat, the more this value will increase.
Supply	Affects the morale of a unit at the beginning of combat. The faster the previous combat was completed, the more this value will increase.
Troop Strength	Affects the promotion of troops. The more enemy units were forced to retreat in the previous combat, the more this value will increase.

Unit Information

Appears when the □ button is pressed from the battle map.

Unit Leader	Name of the leader of the unit
Total Soldiers	The total number of soldiers in each squadron
Morale	The unit's morale
Formation	The possible formations for the unit. Select using the ○ button. (p. 29)

Officer Information

Appears when a commander is selected and the □ button is pressed from the unit information screen.

War	The commander's combat strength. Affects the soldiers' attack strength, defense strength, and morale. May increase when strategic special abilities are used.
Magic	Affects the power of a spell cast and resistance to magical spells. May increase when magical special abilities are used.
Fame	Affects the numbers of troops in the commander's unit and the kinds of formations learned. Increases when an enemy commander with high honor is forced to retreat. A one-point increase in honor equals approximately 100 new soldiers in the commander's unit.
Experience	Affects troops' promotion and the special abilities learned. Increases when the commander survives a battle, causes an enemy unit to flee, or destroys the enemy's storehouse.
Troops	The class of troops led by the commander.
Special Abilities	The special abilities of the commander. View each ability using the ○ button and the left and right directional buttons.

Notes

Notes

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